IDS1200

Users Guide to Keypad Functions

MANUAL NO. 700-171-01B ISSUED AUG 2002 VERSION 1.18

Summary of Operation

Arm/ disarm	**[#]** + **[USER CODE]**
Quick Away Arm	Hold down **[1]** for 1 second
Quick Stay Arm	Hold down **[5]** for 1 second
Quick Stay Arm & Go	Hold down **[6]** for 1 second
Forced Answer by Panel	**[8]** - System must be disarmed
Panic	Hold down **[P]** for 1 second
Fire	Hold down **[F]** for 1 second
Medical Emergency	Hold down **[M]** for 1 second
Alarm Memory	Hold down **[0]** for 1 second
Change Partitions	Hold down **[MODE]** for 1 second + **[PARTITION NUMBER]** + **[*]**
Bypass a zone	Hold down **[9]** for 1 second + **[ZONE NUMBER]** + **[*]** + **[#]**
Program chime zone	Hold down **[2]** for 1 second + **[ZONE NUMBER]** + **[*]** + **[#]**
Program stay zone	Hold down **[3]** for 1 second + **[ZONE NUMBER]** + **[*]** + **[#]**
Program buzz zone	Hold down **[4]** for 1 second+ **[ZONE NUMBER]** + **[*]** + **[#]**
View Trouble Status	Hold down **[7]** for 1 second + **[#]**
Duress	**[#]** + **[DURESS CODE]**

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Glossary

Alarm Memory This is the history of the most recent violations that occurred the last time the system was armed.

Arm To set the system into the ARMED mode. In this mode, violating a zone will activate an alarm condition. If the system is programmed accordingly, will cause a reporting code to be sent to the monitoring company.

Bypass To deactivate a zone. When the panel is ARMED, violation of a bypassed zone will be ignored.

Disarm To deactivate the system. Fire, medical and panic functions remain active while the system is disarmed.

Entry/ Exit Zone A zone with a programmable time delay, which allows the user to exit the premises after arming the system and time to reach the keypad after entering the armed premises. This zone is generally the last exit point of the building and the first entry point i.e. the front door of a home.

Follower Zone A zone that may be temporarily violated either during the exit delay period or after violation of an entry/ exit zone. This allows the user access to disarm the system. A Follower zone will behave as per an Instant zone if violated prior to the violation of an entry/ exit zone.

Instant Zone When the system is armed, violation of an instant zone will immediately cause an alarm condition to be registered.

Stay Arm Arming that allows for certain preprogrammed, STAY zones to be violated while the system is armed.

Stay Arm and Go Arming that allows the user to STAY ARM and leave the premises.

Stay Zone Zones which are bypassed automatically when the system is STAY ARMED.

Zone A specific area of your premises guarded by sensors which detect violations of that area.

1. Introduction to the IDS1200

The IDS1200 Control Panel is manufactured to the highest specification and will provide many years of service if correctly installed and maintained. The unit is designed for simple operation yet provides the maximum protection for you, your family or business. For trouble free operation please follow the instructions contained in this User Manual.

Your security system consists of a control panel, one or more keypads and various sensors and detectors. An enclosure will contain the control panel which includes the system electronics, fuses and standby battery. There is normally no reason for anyone other than the installer or service professional to have access to the control panel.

1.1 Notes

- ❖ Read the entire manual carefully and keep it in an accessible place.
- ❖ Your security system should be installed and serviced by a qualified security professional who should instruct you regarding the level of protection provided and the operation of the system.
- ❖ Should you have any questions regarding the operation of the system, contact your security company representative.
- ❖ Your system should be tested on a regular basis. Before testing the system please notify your security company of your intention to do so.
- ❖ NEVER disconnect the mains power as the back-up battery will eventually discharge thereby causing the control panel to shutdown.
- ❖ A security system cannot prevent emergencies. It is only intended to alert you and - if included - your central station of an emergency situation.
- ❖ Smoke and heat detectors may not detect all fire situations.

2. Understanding the LED Keypad Indicators

Refer to illustration on inside front cover of manual.

1. ARMED Indicator (Red)

Illuminated	Partition Armed
Extinguished	Partition Disarmed
Flashing	Alarm Condition or Memory, Entry/Exit Delay

2. AWAY Indicator (Red)

Illuminated	System Armed in Away Mode
Extinguished	System Disarmed / Stay Mode

3. TROUBLE Indicator (Red)

Illuminated	Trouble Condition
Extinguished	No problems with partition or system

4. READY Indicator (Green)

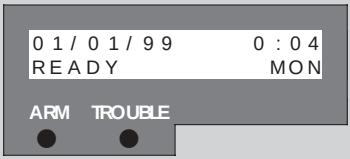
Illuminated	Partition is ready to be armed

5. ZONE Indicators (Yellow)

Illuminated	Zone bypassed
Extinguished	Zone clear
Flashing	Zone violated

2.1 Notes on the LCD Keypad

Refer to illustration on inside back cover of the manual.



- The illustration above shows what text is shown on the LCD display as well as the status of the ARM and TROUBLE indicators. Below is a key showing the three possible states of the indicators and the symbols used to represent them.

Illuminated	●
Extinguished	●
Flashing	✹

- Where procedures followed for programming functions are the same for the two keypads, illustrations showing the LCD display and indicator status will accompany the text directions for the LED keypad.

- Where procedures vary between the keypads, the directions and illustrations for the LCD keypad procedure will follow those of the LED keypad. For easy distinction of instructions, the instructions for the LCD keypad are shaded in grey.

NOTE:
There is a section at the end of the manual dedicated to explaining the navigation of the LCD keypad menu.

3. Operation of the LED Keypad

To ensure correct operation of your security system it is essential to familiarize yourself with the use of the keypad.

- The keypad has a buzzer, command entry keys and zone and system status L.E.D.'s.
- The keypad is used to send commands to the system and to display the current system status.
- The keypad(s) will be mounted in a convenient location within

the protected premises generally close to the entry/exit zones.

- ❖ A sensor which has registered an alarm condition will be indicated on the keypad by the corresponding zone light flashing.

The keypad buzzer will sound under the following conditions.

- ❖ When any key is pressed during the entry of codes.
- ❖ Three times if one or more of the zones are violated when attempting to arm the system.
- ❖ To indicate a trouble condition.
- ❖ During the entry/exit delay.
- ❖ Will sound for 2 seconds when a chime zone is violated.

4. System Information

4.1 Programmed Functions

Check with your installer which of the following functions have been enabled.

- ❑ Partitionate - up to 2 partitions per system
- ❑ Quick Away Arm
- ❑ Quick Stay Arm
- ❑ Arm with Entry/Exit or Follower Zones Violated
- ❑ Stay Arm
- ❑ Stay Arm and Go
- ❑ Siren Sound on Arm/Disarm (double toot - arm/ short toot - disarm)
- ❑ Panic Alarm
- ❑ Fire Alarm
- ❑ Medical Alarm
- ❑ Chime Zones
- ❑ Buzz Zones
- ❑ Zone Tamper Monitoring
- ❑ Remote Arm and Disarm

4.2 User Codes

User No.	User Code	User Name	Partition
01	**1234**	**Default Master Code**	**1 & 2**
01		**New Master Code**	**1 & 2**
02			1
03			1
04			1
05			1
06			1
07			1
08			1
09			1
10			1
11			1
12			1
13			1
14			1
15		**Partition 1 Maids Code**	**1**
16	**4321**	**Partition 1 Duress Code**	**1**
17			2
18			2
19			2
20			2
21			2
22			2
23			2
24			2
25			2
26			2
27			2
28			2
29			2
30			2
31		**Partition 2 Maids Code**	**2**
32	**4322**	**Partition 2 Duress Code**	**2**

4.3 Zone Information

Zone	**Zone Type** e.g. Entry/Exit	**Zone Name** e.g. Kitchen door	**Part. 1**	**Part. 2**
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

The Partition 1 Primary Entry delay is		seconds.
The Partition 1 Secondary Entry delay is		seconds
The Partition 1 Exit Delay is		seconds.
The Partition 2 Primary Entry delay is		seconds.
The Partition 2 Secondary Entry delay is		seconds
The Partition 2 Exit Delay is		seconds.

5. Arming the System

There are various options for arming the system

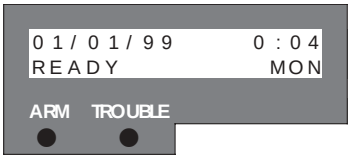
5.1 Away Arming Procedure

[#] + [USER CODE]

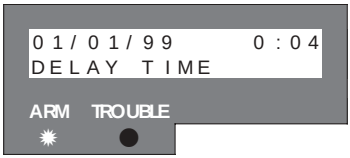
(Leave via Entry Exit Zone)

1. Ensure that the READY indicator is illuminated; if not, check

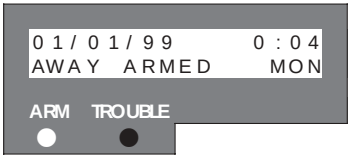
that all protected doors and windows are closed and that motion has ceased in areas covered by motion detectors.



2. If necessary, close the front door.
3. Press the **[#]** key to cancel any unintended key entries.
4. Enter a valid 4 digit **[USER CODE]**. If you make a mistake, press the **[#]** key and re-enter the code.
5. The ARMED indicator will flash for the duration of the exit delay. Any bypassed zones will be shown by a steady illuminated zone indicator.



6. The arming process has begun. Leave only via the follower and entry/exit zones.



5.2 Quick Away Arming

[1]

(Hold down the key until the keypad buzzer sounds)

If this function is enabled, it is possible to AWAY arm by simply holding down the **[1]** key until the keypad buzzer sounds and the arming process begins.

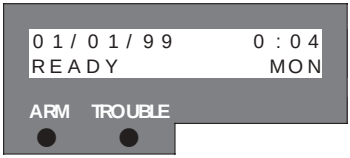
5.3 Stay Arming

[#] + [USER CODE]

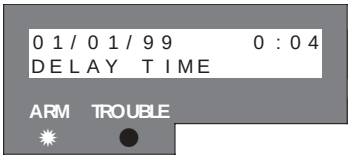
(Do not leave premises)

This allows the user to arm the perimeter zones while disabling the interior zones so that it is possible to remain on the premises.

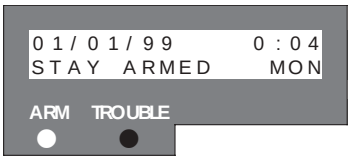
1. Ensure that the READY indicator is illuminated; if not, check that all protected doors and windows are closed and that motion has ceased in the areas covered by motion detectors.



2. If necessary, close the front door.
3. Press the **[#]** key to cancel any unintended entries.
4. Enter a valid **[USER CODE]**.
5. DO NOT open the front door. If the front door is opened the system will arm in AWAY mode.
6. The ARMED indicator will flash for the duration of the exit delay.



7. The AWAY indicator will remain extinguished.



8. Any STAY zones (shown by a steadily illuminated indicator) will be automatically bypassed.
9. Ensure that you enter only those zones that are bypassed.

5.4 Quick Stay Arming

[5]

(Hold down the key until the keypad buzzer sounds)

It is possible to STAY arm by holding down the **[5]** key until the keypad beeps. There is no exit delay.

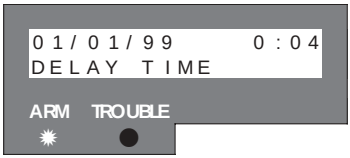
5.5 Stay Arm and Go

[6]

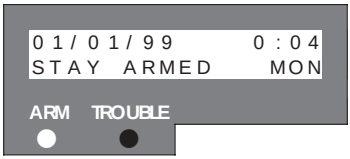
(Hold down the key until the keypad buzzer sounds)

This is a quick function which allows the user to STAY arm and leave the premises.

1. Hold down the **[6]** key until the keypad buzzer sounds. The ARMED LED will now flash for the duration of the exit delay.



2. At the end of the exit delay the ARMED indicator will illuminate and the AWAY indicator will remain extinguished. Any stay zones will be bypassed.

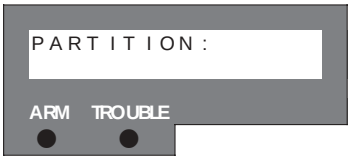


3. Be sure to leave only via the follower and entry/exit zones.

5.6 Arming a Partition from a Master Keypad

Hold down [MODE] + [PARTITION NUMBER] + [*] + [USER CODE]

1. Hold down the **[MODE]** key on a master keypad until the keypad buzzer sounds.



2. Enter the **[PARTITION NUMBER]** you wish to arm followed by the **[*]** key.
3. Proceed as if the keypad was assigned to this partition.

NOTE:
When arming from a master keypad the READY LED will not illuminate if there is a violated zone in either partition. Should the violated zone not be assigned to the current partition, arming of the current partition can still take place.

5.7 Arming from a Key-Switch or Remote Control

This option is not standard; verify with your installer which of the following options have been installed.

1. Ensure that the READY indicator is illuminated before leaving.
2. Leave and close the door (remembering to lock!).
3. Press the remote button or twist and release the key-switch.
4. The alarm will arm immediately and the remote ARM indicator will illuminate.
   OR
   If an exit delay has been enabled the exit delay will begin.
5. If programmed to do so, the siren will sound briefly - verify with your installer.

NOTE:
If a remote control is used, it is advisable to have the siren sound on arm and disarm function enabled.

5.8 Auto-Arming

Your system can be programmed to automatically arm itself daily at a preprogrammed time. Ask your installer to program this function if required.

5.9 Arming with Entry/ Exit or Follower Zones Violated

The system can be programmed to arm even if the entry/ exit or follower zones are violated. Follow the normal arming procedures i.e. Enter a valid **[USER CODE]**, but it is not necessary to close the front door.

5.10 Forced Arming

If so programmed, the panel can be armed even if there are violated zones. This means that a monitored window can be left open or other zones can be violated and the panel will still arm. If the violated zone is then cleared, the panel will still arm. If the violated zone is then cleared, the panel will resume monitoring the zone, hence causing an alarm condition or initiation of an entry delay, as appropriate, if violated.

6. Zone Bypassing

- The term BYPASS is used to describe a zone that has been de-activated; i.e. violation of a bypassed zone will not cause an alarm.
- It is used when access is needed to part of the protected area while the system is armed.
- Zones cannot be bypassed once the system is armed.
- Bypassed zones are automatically cancelled each time the system is disarmed and must be re-bypassed before the next arming.

6.1 To Bypass a Zone

Hold down [9] + [ZONE NUMBER] + [*] + [#]

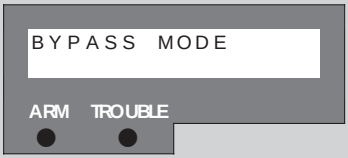
1. Hold down the **[9]** key until the keypad buzzer sounds to enter bypass mode.
2. Press the number corresponding to the zone you need to by-pass e.g. the **[2]** key if you wish to bypass zone 2, then press the **[*]** key.

3. The relevant zone indicator will illuminate to indicate that the zone is now bypassed.
4. Repeat step 2 to bypass any other zones.
5. Press the **[#]** key to exit the bypass mode.

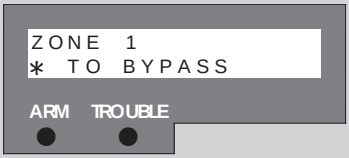
NOTE:
Some zones may be programmed to function in a manner which does not permit bypassing e.g. Panic zones.

6.1.1 Bypassing Zones using the LCD Keypad

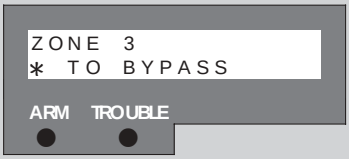
1. Hold down the **[9]** key until the keypad sounds.



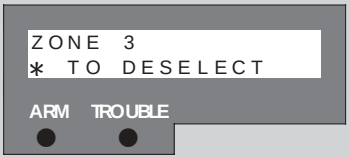
2. Press the **[MODE/ menu >]** key.



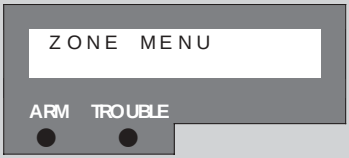
3. Use the **[MODE/ menu >]** and **[FIRE/ < menu]** keys to scroll to the zone you wish to bypass e.g. zone 3.



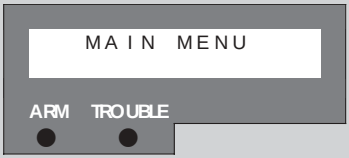
4. Press **[*]** to bypass the zone.



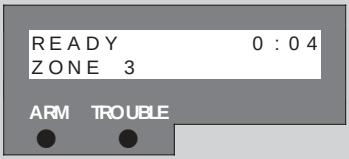
5. Repeat steps 3 and 4 to bypass any other zones.
6. Press **[#]** to exit the bypass mode.



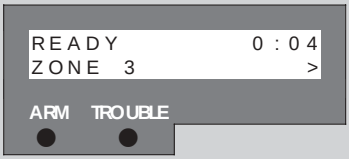
7. Press **[#]** to exit the zone menu.



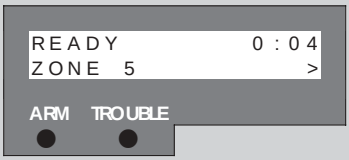
8. Press **[#]** to exit the main menu.



9. If multiple zones have been bypassed, e.g. zones 3 and 5, the following will be shown on the LCD display.



10. Press the **[MODE/ menu >]** key to view other bypassed zones.



6.2 To Un-Bypass a Zone

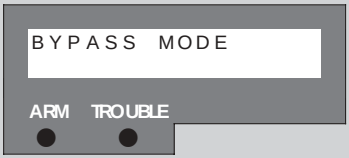
Hold down [9] + [ZONE NUMBER] + [∗] + [#]

1. Hold down the **[9]** key until the keypad buzzer sounds to enter bypass mode.
2. Press the number corresponding to the currently bypassed zone, then press the **[∗]** key.

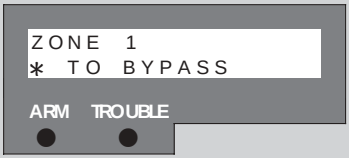
3. The zone indicator will extinguish - the zone is now active.
4. Press the **[#]** key to exit the bypass mode.

6.2.1 Un-Bypassing Zones using the LCD Keypad

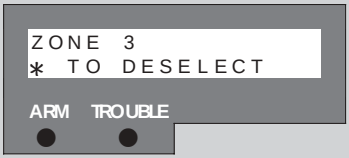
1. Hold down the **[9]** key until the keypad sounds.



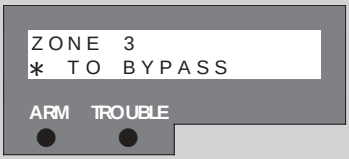
2. Press the **[MODE/ menu >]** key.



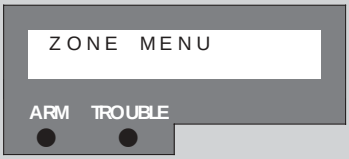
3. Use the **[MODE/ menu >]** and **[FIRE/ < menu]** keys to scroll to the zone you wish to un-bypass e.g. zone 3.



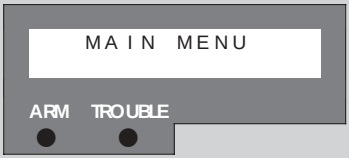
4. Press **[*]** to un-bypass the zone.



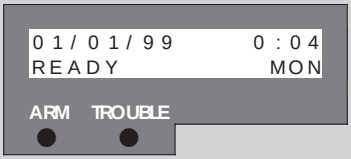
5. Repeat steps 3 and 4 to un-bypass any other zones.
6. Press **[#]** to exit the bypass mode.



7. Press **[#]** to exit the zone menu.



8. Press **[#]** to exit the main menu.



7. Disarming the System

7.1 Disarming with a User Code

[#] + [USER CODE]

To disarm the system, enter a valid **[USER CODE]** before the expiry of the entry delay. Although not essential, it is recommended that the **[#]** key be pressed before entering a user code as this clears any unintended key entries.

- ❖ Enter the premises through a designated entry/exit door. Entering via any other route will cause an alarm.
- ❖ As soon as the entry/exit zone is violated i.e. the door has been opened, the entry delay begins.
- ❖ The keypad buzzer will sound for the duration of the entry period to indicate that a valid user code is required.
- ❖ If the ARMED indicator remains illuminated, an error was made while entering the user code, press the **[#]** key and re-enter the code.
- ❖ Once the system disarms, the ARMED indicator will extinguish and the keypad buzzer will stop sounding.
- ❖ If no valid user code has been entered by the end of the entry delay period, an alarm condition will be registered.
- ❖ If the entry period is too short, have your installer change the entry delay period.
- ❖ If four incorrect user codes are entered consecutively, the keypad

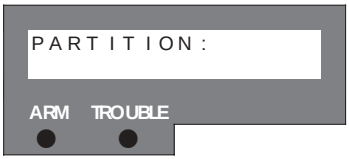
will be non-responsive for 30 seconds.

NOTE:
If a strobe (or flashing light) has been installed and an alarm condition is registered the light will continue flashing after the siren has timed out. Entering a valid **[USER CODE]** will cancel the strobe.

7.2 Disarming a Partition from a Master Keypad

Hold down [MODE] + [PARTITION NUMBER] + [*] + [USER CODE]

1. Hold down the **[MODE]** key on a master keypad until the keypad buzzer sounds.



2. Enter the **[PARTITION NUMBER]** you wish to arm followed by the **[*]** key.
3. Proceed as if the keypad was assigned to this partition.

NOTE:
If the ARMED indicator remains illuminated, the wrong user code has been entered. Press the **[#]** key and re-enter your code. Four successive incorrect codes will result in the keypad locking you out for 30 seconds. During this time any code will be treated as incorrect.

7.3 To Disarm with a Key-Switch or Remote Control

This option is not standard; check with your installer to verify if this feature is enabled.

1. Press the remote button or twist and release the key-switch.
2. The system will disarm and the remote indicator (if installed) will extinguish.
3. If programmed to do so, the siren will sound briefly - verify with your installer.

8. Emergency Situations

8.1 Fire Alarm

[F]

(Hold down the key until the keypad buzzer sounds)

- If the **[F]** key is pressed until the keypad beeps (approximately 1 second) a FIRE ALARM condition will be activated.
- The FIRE ALARM CONDITION can also be triggered by a smoke detector connected to an appropriately programmed zone.
- The siren will sound and the FIRE REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren enter a 4 digit **[USER CODE]**.

8.2 Panic Alarm

[P]

(Hold down the key until the keypad buzzer sounds)

- If the **[P]** key is pressed until the keypad beeps (approximately 1 second) a PANIC ALARM condition will be activated..
- A PANIC ALARM can also be activated by any FIXED PANIC or REMOTE PANIC buttons which may have been installed.
- If audible panic option has been selected, the siren will sound. A PANIC REPORTING CODE will be transmitted to the monitoring company.
- To silence the siren, enter a valid 4 digit **[USER CODE]**. If the siren is not cancelled, it will stop automatically after the programmed SIREN TIME OUT period.
- Ensure that your installer has enabled this function if it is required.
- Press this key only in an emergency situation that requires response by emergency personnel.

8.3 Medical Alarm

[M]

(Hold down the key until the keypad buzzer sounds)

- If the **[M]** key is pressed until the keypad beeps (approximately 1 second) a MEDICAL ALARM condition will be activated.

8.4 Duress Code

[#] + [DURESS CODE]

- This is a special 4 digit user code which should only used in the unique situation where an intruder forces one to disarm the system "under duress".
- When the **[DURESS CODE]** is entered, the control panel disarms normally - however a DURESS REPORTING CODE is transmitted to the monitoring company to inform them that you have been forced to disarm the control panel by an intruder.
- It is advisable to choose a code that can be easily remembered by all family (or staff) members.

9.0 Emergency Evacuation Plan

An emergency evacuation plan should be established in case of a fire:

- Draw up a floor plan of your premises showing windows, doors, stairs and rooftops that can be used for escape.
- Indicate a suitable escape route for each room. Always keep these routes free of obstruction.
- Establish a meeting place outdoors for a headcount of the building's occupants.
- Practice escape procedures.

10. System Memory

10.1 Alarm Memory:

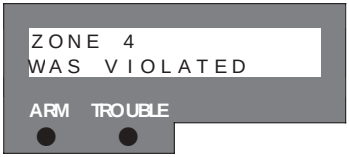
The Alarm Memory displays any zones which were violated or bypassed the last time the system was armed. If the ARMED indicator is flashing before you disarm the system, a violation has occurred. To view which zone was violated, disarm the panel and continue as indicated below.

To Display Alarm Memory:

[0]

(Hold down the key until the keypad buzzer sounds)

1. Hold down **[0]** until the keypad buzzer sounds.
2. The READY indicator will extinguish and the keypad buzzer will sound briefly.
3. Flashing zone indicators show which zones were violated during the last armed period.



4. The bypassed zones will have constantly illuminated indicators.
5. The memory status will be displayed for five seconds, or until the **[#]** is pressed.
6. The alarm memory will be erased the next time the system is armed.

11. User Codes

The IDS1200 Alarm Panel has 32 programmable user codes.
Code 1 : Master User Code which is active in both partitions
Codes 2 - 14 : General User Codes for partition 1
Code 15 : Partition 1 Maids Code
Code 16 : Duress Code for partition 1
Codes 17-30 : General User Codes for partition 2

Code 31 : Partition 2 Maids Code
Code 32 : Duress Code for partition 2

NOTE:

- ❖ User Code 1 can change any user code from either partition.
- ❖ User Code 2 can only change partition 1 user codes in partition 1.
- ❖ User Code 17 can only change partition 2 user codes in partition 2.

11.1 Entering New / Changing Existing User Codes.

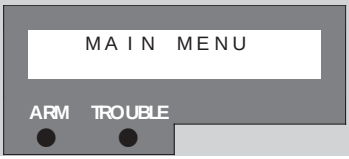
[∗] + [MASTER USER CODE] + [∗] + [CODE NUMBER] + [∗] + [NEW CODE] + [∗]

NOTE:
User Codes can only be changed if the code is valid in the current partition.

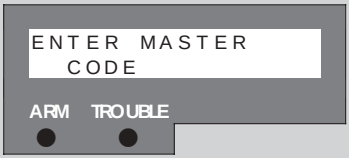
1. Hold down the **[∗]** key until the keypad buzzer sounds.
2. The ARMED and READY indicators will flash alternately, indicating that the system is in the mode which allows programming of user codes.
3. Enter the **[MASTER USER CODE]** (the factory default is 1234) followed by the **[∗]** key.
4. The ARMED and READY indicators will begin to flash simultaneously indicating that the correct master code was entered. If an invalid code was entered the keypad buzzer will beep three times.
5. Enter the **[USER CODE NUMBER]** you wish to change (1-32) followed by the **[∗]** key.
6. Enter the new 4 digit **[USER CODE]** and press the **[∗]** key.
7. Repeat steps 5-6 to enter or change other user codes.
8. Once all the codes are programmed, press the **[#]** key to exit.

11.1.1 Entering New /Changing Existing User Codes -LCD Keypad

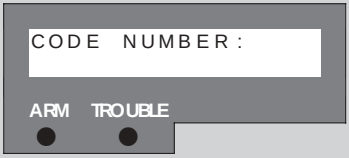
1. Hold down the **[∗]** key until the keypad buzzer sounds.



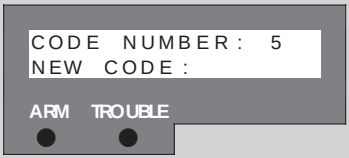
2. Press **[3]** to enter the User Code Menu



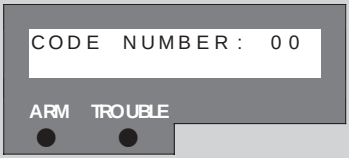
3. Enter the **[MASTER USER CODE]** (the factory default is 1234) followed by the **[*]** key.



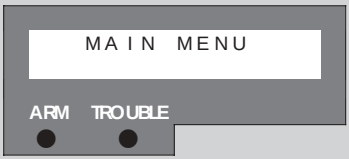
4. Enter the **[USER CODE NUMBER]** you wish to change (1-32) followed by the **[*]** key.



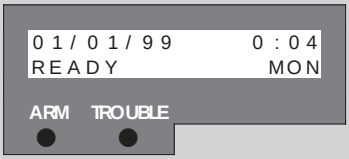
5. Enter the new 4 digit **[USER CODE]** and press the **[*]** key.



6. Repeat steps 4 and 5 to enter or change other user codes.
7. Press **[#]** to exit the User Code Menu.



8. Press **[#]** to exit the Main Menu.



11.2 Deleting User Codes - LED Keypad

Follow steps 1-5 of the procedure in 11.1 but only press the **[*]** key in step 6. That particular code will be deleted.

11.2.1 Deleting User Codes - LCD Keypad

Follow steps 1-8 of the procedure in 11.1.1 but only press the **[*]** key in step 5. That particular code will be deleted.

11.3 Maids Code

The maids code (User 15 in partition 1 and User 31 in partition 2) may be used to limit access to the premises. The maids code will only disarm the system if the same code was used for arming. If armed with a code other than a maids code, the system will view an attempt to disarm with the maids code as an invalid entry. Any valid user code will disarm the system if it has been armed with the maids code.

EXAMPLE:
If a maid is expected on a Monday, arming the system on a Monday morning using the maids code will allow the maid to disarm the system. On days that any other code (i.e. not a maids code) has been used to arm the system, entering the maids code will not disarm the system.

12. Stay Zones

Stay zones are those zones which are bypassed automatically when the system is STAY ARMED. To avoid triggering the alarm, zones such as bedrooms, or other areas which require access, must be bypassed. Stay zones need only be programmed once. Each time the

system is armed in the stay mode the pre selected stay zones will be bypassed automatically.

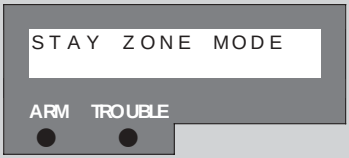
12.1 To Program Stay Zones

[3] + [ZONE NUMBER] + [*]+ [#]

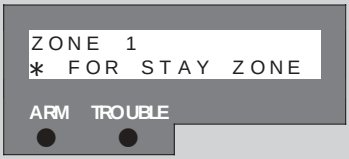
1. Hold down the **[3]** key until the keypad buzzer sounds.
2. Press the **[NUMBER]** corresponding to the zone you wish to be a STAY zone followed by the **[*]** key.
3. The relevant zone indicator will illuminate. (Buzz zones will be shown by flashing indicators. See Section 13. A Buzz zone cannot be selected as a Stay zone; the Buzz status must be cleared first.)
4. Repeat step 2 until all stay zones are selected.
5. Press the **[#]** key to exit the stay zone programming mode.

12.1.1 To Program Stay Zones - LCD Keypad

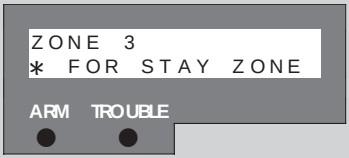
1. Hold down the **[3]** key until the keypad buzzer sounds.



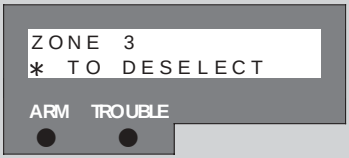
2. Press the **[MODE/ menu >]** key.



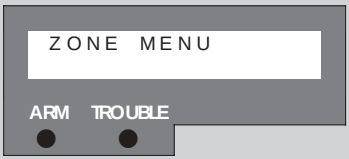
3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the zone you wish to be a stay zone e.g. zone 3.



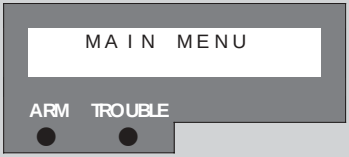
4. Press the **[*]** key to make the zone a stay zone.



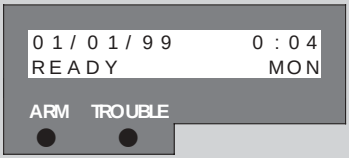
5. Repeat steps 3 and 4 until stay zones are selected.
6. Press **[#]** to exit the Stay Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.



12.2 To Cancel the Stay Zones

[3] + [ZONE NUMBER] + [*] + [#]

If an area programmed as a STAY zone will no longer be violated during STAY arming, then the STAY status of such a zone should be cancelled. This will allow the system to protect that area during a stay arm cycle.

1. Ensure that the READY indicator is illuminated.
2. Hold down the **[3]** key until the keypad buzzer sounds.
3. Press the **[NUMBER]** corresponding to the STAY zone you wish to

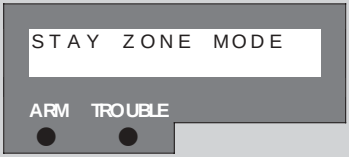
cancel followed by the **[*]** key.

4. The relevant zone indicator will extinguish.
5. Press the **[#]** key to exit the stay zone programming mode.

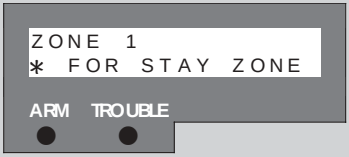
NOTE:
The system will automatically exit this mode after 60 seconds.

12.2.2 To Cancel the Stay Zones - LCD Keypad

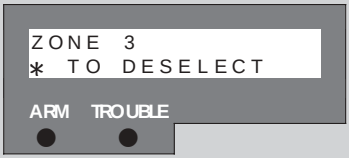
1. Hold down the **[3]** key until the keypad buzzer sounds.



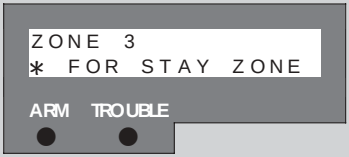
2. Press the **[MODE/ menu >]** key.



3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the stay zone you wish to cancel e.g. zone 3.

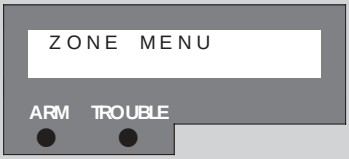


4. Press the **[*]** key to cancel the stay zone.

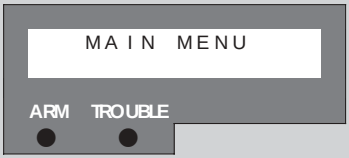


5. Repeat steps 3 and 4 until required stay zones are cancelled.

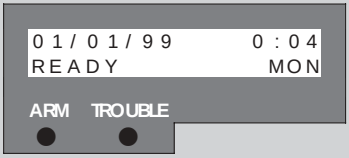
6. Press **[#]** to exit the Stay Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.



13. Buzz Zones

Buzz zones are used when Stay arming. When triggered, buzz zones will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period the system will register an alarm condition. It is advisable to program Buzz zones if you are likely to accidentally trigger these zones or if you have pets.

This feature helps prevent unnecessary false alarms

13.1To Program Buzz Zones

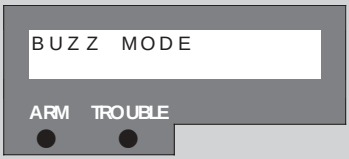
[4] + [ZONE NUMBER] + [*] + [#]

1. Ensure the READY indicator is illuminated.
2. Hold down the **[4]** key until the keypad buzzer sounds.
3. Press the **[NUMBER]** corresponding to the zone you wish to be a Buzz zone followed by the **[*]** key.

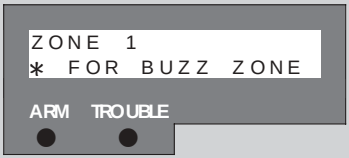
4. The relevant Buzz zone will be shown by the illuminated zone indicator. (Stay zones will be shown by flashing indicators. See Section 12. A Stay zone cannot be selected as a Buzz zone; the Stay status must be cleared first).
5. Repeat steps 1-3 until all the required Buzz zones are programmed.
6. Press the **[#]** key to exit the buzz programming mode.

13.1.1 To Program Buzz Zones - LCD Keypad

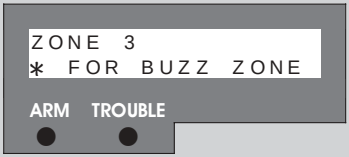
1. Hold down the **[4]** key until the keypad buzzer sounds.



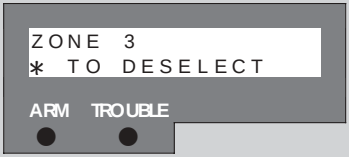
2. Press the **[MODE/ menu >]** key.



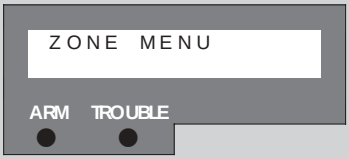
3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the zone you wish to be a buzz zone e.g. zone 3.



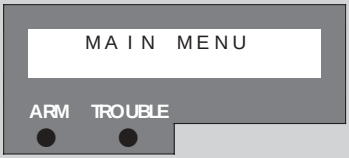
4. Press the **[*]** key to make the zone a buzz zone.



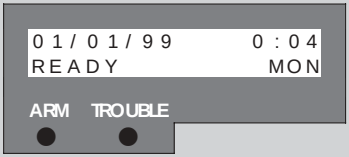
5. Repeat steps 3 and 4 until buzz zones are selected.
6. Press **[#]** to exit the Buzz Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.

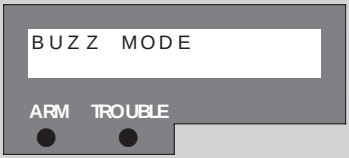


13.2 To Cancel Buzz Zones

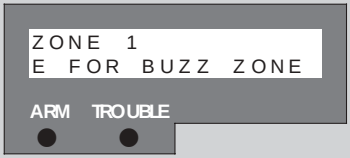
1. Repeat the above procedure and ensure that the zone indicator is extinguished. When in Buzz zone programming mode, use of a **[ZONE NUMBER]** the followed by **[∗]** key will toggle the status of the zone.

13.2.1 To Cancel Buzz Zones - LCD Keypad

1. Hold down the **[4]** key until the keypad buzzer sounds.

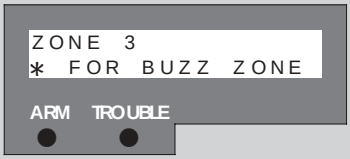


2. Press the **[MODE/ menu >]** key.

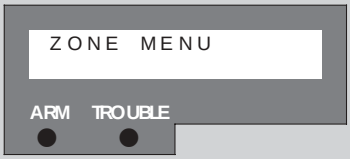


3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the buzz zone you wish to cancel e.g. zone 3.

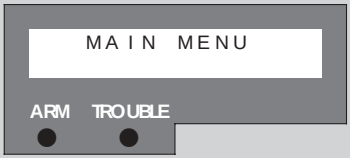
4. Press the **[*]** key to cancel the buzz zone.



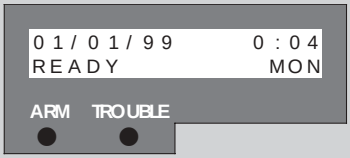
5. Repeat steps 3 and 4 until required buzz zones are cancelled.
6. Press **[#]** to exit the Buzz Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.



14. Chime Zones

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound briefly when the nominated zone is violated - the siren will NOT sound and no alarm condition will be reported.

EXAMPLE:
You wish to know when someone enters or exits the front door, the keypad will beep each time the door is opened if that zone is programmed as a chime zone.

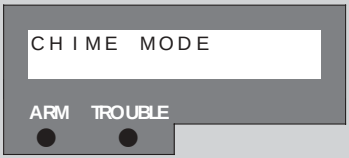
14.1 To Program the Chime Zones

[2] + [ZONE NUMBER] + [*] + [#]

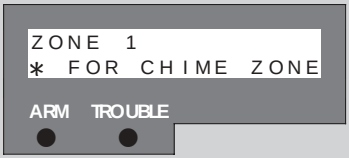
1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash to show that the panel is In the chime zone programming mode.
3. To program a zone as a chime zone, press the key corresponding to that zone followed by the **[*]** key.
4. Program any other zones you wish to select as chime zones as per step 3.
5. Press the **[#]** key to exit the chime programming mode.

14.1.1 To Program the Chime Zones - LCD Keypad

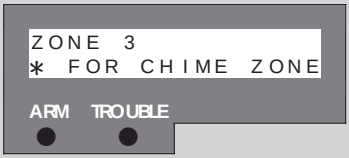
1. Hold down the **[2]** key until the keypad buzzer sounds.



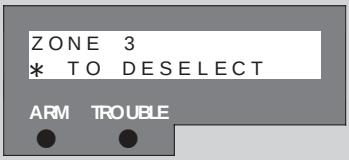
2. Press the **[MODE/ menu >]** key.



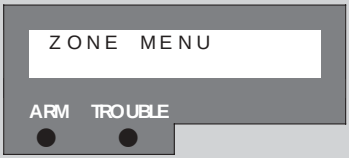
3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the zone you wish to be a chime zone e.g. zone 3.



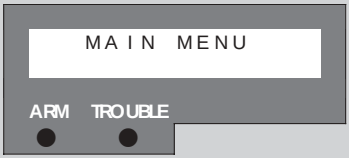
4. Press the **[*]** key to make the zone a chime zone.



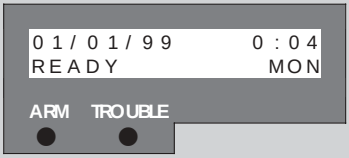
5. Repeat steps 3 and 4 until chime zones are selected.
6. Press **[#]** to exit the Chime Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.



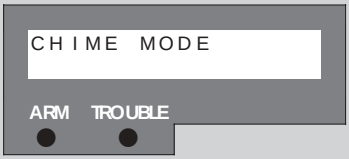
14.2 To Cancel the Chime Zones

[2] + [ZONE NUMBER] + [∗] + [#]

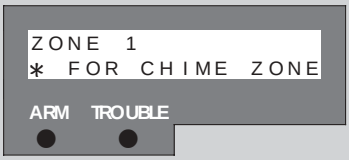
1. Hold down the **[2]** key until the keypad buzzer sounds.
2. The AWAY indicator will flash to show that the panel is on the chime programming mode.
3. To cancel any chime zones, press the key corresponding to that zone followed by the **[∗]** key.
4. Press the **[#]** key to exit the chime programming mode.

14.2.1 To Cancel the Chime Zones - LCD Keypad

1. Hold down the **[2]** key until the keypad buzzer sounds.

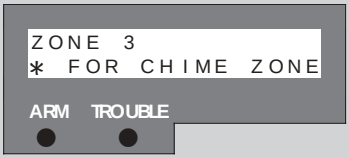


2. Press the **[MODE/ menu >]** key.

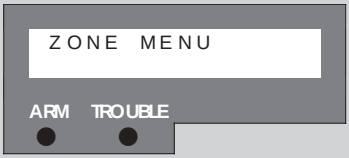


3. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll to the chime zone you wish to cancel e.g. zone 3.

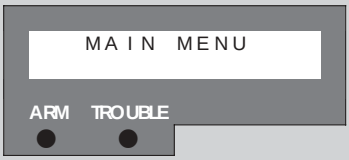
4. Press the **[∗]** key to cancel the chime zone.



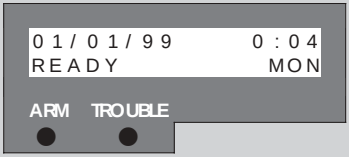
5. Repeat steps 3 and 4 until chime zones are cancelled.
6. Press **[#]** to exit the Chime Zone Mode.



7. Press **[#]** to exit the Zone Menu.



8. Press **[#]** to exit the Main Menu.



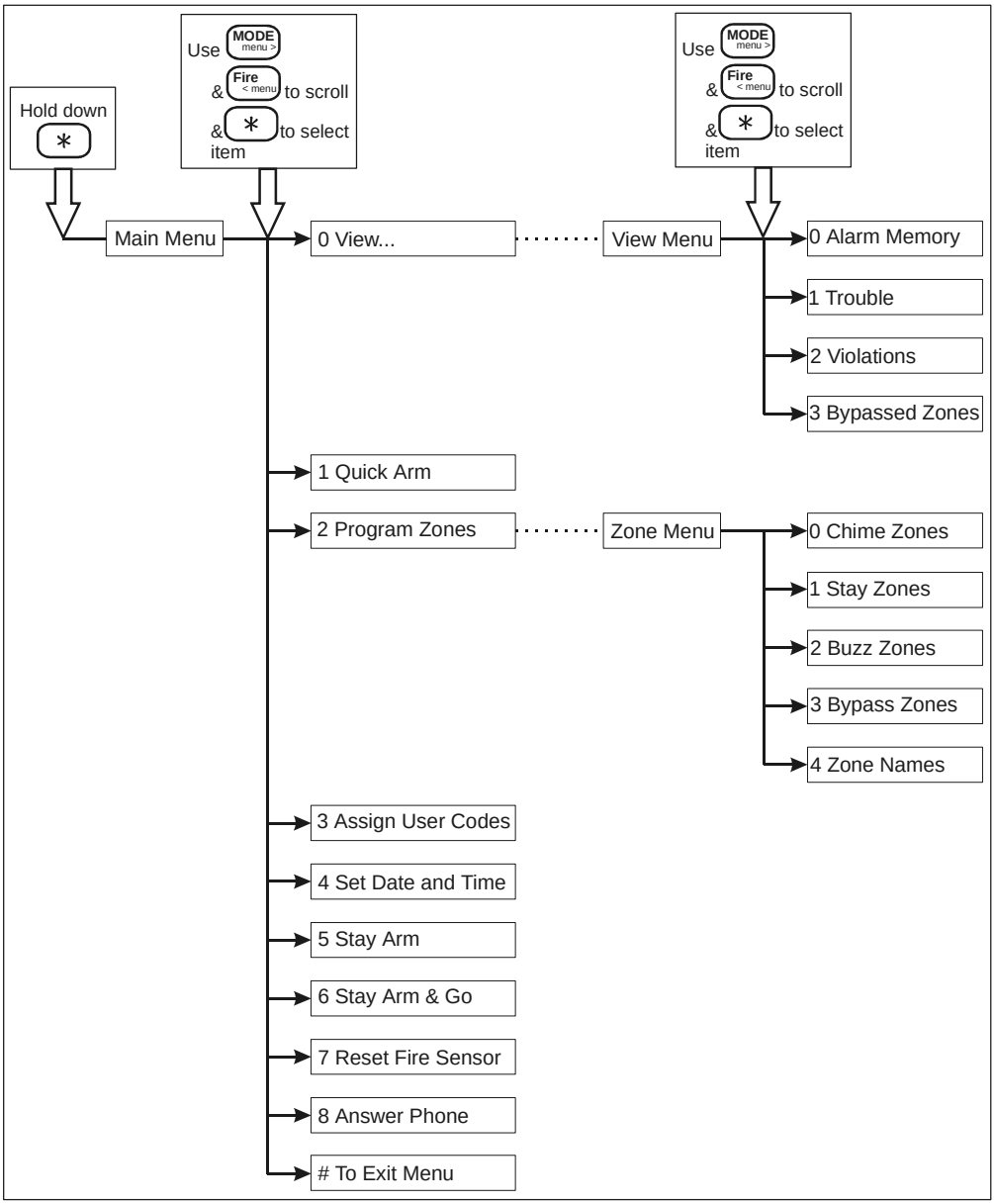
15. LCD Keypad Menu Navigation

15.1 Main Menu

1. To enter the Main Menu hold down the **[*]** key until the keypad buzzer sounds.
2. Use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll through the menu items and press **[*]** to select a menu item.
3. If entering the View sub menu or Zone sub menu, use the **[MODE/ menu >]** and **[Fire/ < menu]** keys to scroll through the menu items and press **[*]** to select a menu item.

NOTE:
Please see overleaf for diagram illustrating the LCD keypad menu structure.

LCD Keypad Menu Structure



15.2 View Menu

This menu option allows the user to view the status of zone and panel conditions.

15.2.1 Alarm Memory

Shortcut key - [0]

The Alarm Memory displays any zones which were violated or bypassed the last time the system was armed. See page 24 for additional information on Alarm Memory.

15.2.2 Trouble

Shortcut key - [7]

In the event of a trouble condition the trouble indicator will flash. See page 43 for additional information on viewing trouble conditions.

15.2.3 Violations

This menu options allows the user to view the currently violated zones.

15.2.4 Bypassed Zones

This menu options allows the user to view the currently bypassed zones.

15.3 Quick Arm

Shortcut key - [1]

The Quick Arm function, if enabled, allows the user to arm the panel without having to enter a valid **[USER CODE]**.

15.4 Program Zones / Zone Menu

This menu option allows the user to change zone modes.

15.4.1 Chime Zones

Shortcut key - [2]

The chime mode allows the user to monitor nominated zones while the system is disarmed. The keypad buzzer will sound briefly when the

nominated zone is violated - the siren will NOT sound and no alarm condition will be reported. See page 35 for instructions on programming chime zones.

15.4.2 Stay Zones

Shortcut key - [3]

Stay zones are those zones which are bypassed automatically when the system is STAY ARMED. To avoid triggering the alarm, zones such as bedrooms, or other areas which require access, must be bypassed. Stay zones need only be programmed once. Each time the system is armed in the stay mode the pre selected stay zones will be bypassed automatically. See page 27 for instructions on how to program stay zones.

15.4.3 Buzz Zones

Shortcut key - [4]

Buzz zones are used when stay arming. When triggered, buzz zones will cause the keypad buzzer to sound for a period of 30 seconds during which time a valid user code must be entered. If a valid user code is not entered during this period the system will register an alarm condition. It is advisable to program Buzz zones if you are likely to accidentally trigger these zones or if you have pets. This feature helps prevent unnecessary false alarms. See page 31 for instructions on how to program buzz zones.

15.4.4 Bypass Zones

Shortcut key - [9]

The term BYPASS is used to describe a zone that has been deactivated; i.e. violation of a bypassed zone will not cause an alarm. It is used when access is needed to part of the protected area while the system is armed. Zones cannot be bypassed once the system is armed and bypassed zones are automatically cancelled each time the system is disarmed and must be re-bypassed before the next arming. See page 16 for instructions on how to bypass zones.

15.4.5 Zone Names

This option is used for description purposes i.e. instead of showing a zone 3 violation, “zone 3” would be repaced by the description programmed here, eg. “kitchen”.

15.5 Assign User Codes

The IDS1200 has 32 programmable user codes. See page 24 for instructions on programming, deleting and changing user codes.

15.6 Set Date and Time

This menu option allows the user to set the time and date on the panel.

15.7 Stay Arm

Shortcut key - [5]

Stay arming allows the user to arm the perimeter zones while disabling the interior zones so that it is possible to remain on the premises.

15.8 Stay Arm & Go

Shortcut key - [6]

This function allows the user to STAY arm and leave the premises.

15.9 Reset Fire Sensor

Shortcut key - [#]

If there has been a fire violation the fire sensor stays without power until it has been reset. Entering this menu option resets the sensor.

15.10 Answer Phone

Shortcut key - [8]

This function would be used when the monitoring company needs to dial into the panel to change settings or retrieve information.

15.11 # to Exit Menu

16. Trouble-Shooting

16.1 Trouble Conditions

In the event of a trouble condition the trouble indicator will flash.

16.1.1 Viewing Trouble Conditions

[7]

(Hold down the key until the keypad buzzer sounds)

If the TROUBLE LED is illuminated hold down the **[7]** key for two seconds to enter the TROUBLE viewing mode. Refer to the table below to find the significance of each illuminated zone LED. The system will automatically exit the TROUBLE mode after five seconds. To clear the trouble condition press **[#]** within 5 seconds of viewing.

Zone	Trouble Condition
1	Lost clock
2	Failure to communicate
3	AC fail
4	Low battery
5	Telephone line trouble
6	Auxiliary output 12V trouble
10	Engineer Reset

N.B.
If the zone 10 LED is illuminated contact your installer immediately. Until an installer code has been entered, the system will NOT arm.

16.2 Problems When Arming the System

Is the code correct?
If you enter the wrong user code, there will be no response from the system.

Does the code belong to that partition?
Check the user code table to see to which partition your code is

assigned.

Is the READY Indicator illuminated?
If this indicator is not illuminated, one or more zones are violated. A violation is shown by a flashing zone indicator. Ensure that all monitored doors and windows are closed. Bypassing a violated zone will also create a READY condition.

Does the siren sound before you exit?
The exit delay may be too short - ask your installer to adjust the exit delay.
OR
You have not left via a follower and entry/exit zone or have strayed into an instant zone. Either avoid these zones or ask your installer to change the zone type.

16.3 Problems when disarming the system

Does the siren sound immediately upon entry?
You have not entered via the entry/exit zone or have strayed into an instant zone.

Does the siren sound before you get to the keypad?
You have strayed into a non-follower zone
OR You have taken too long to get to the keypad.

The panel will not disarm?
You may have entered an incorrect code.
Press the **[#]** key first, then re-enter your user code.

16.4 For Service

Central Station Information:

Account #:		Telephone	

Installer Information:

Account #:		Telephone	

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